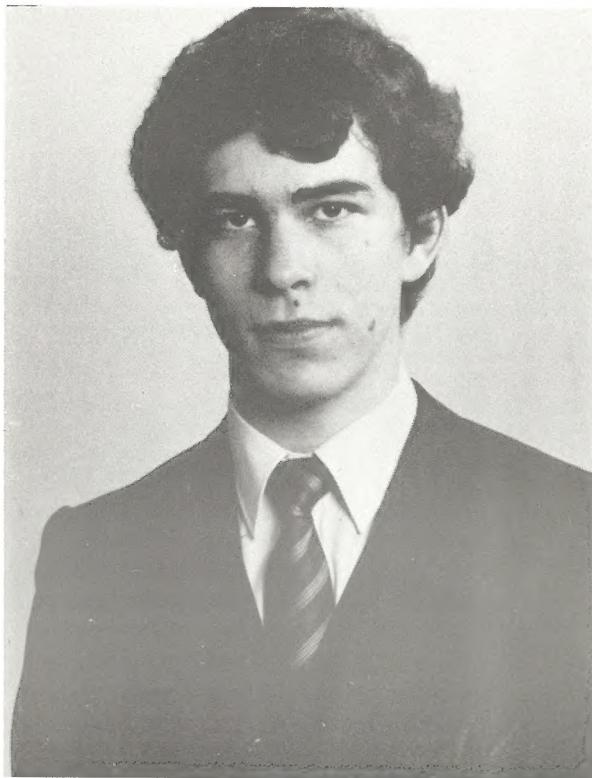


THE AMERICAN GO JOURNAL

Volume 20, No. 1

February 1986



MICHAEL REDMOND
An American Professional

inside:

The Five Worst Moves of 1985
Pointers on Go Etiquette
How to Start A Lively Club
plus more inside!



NATIONAL GO SOCIETY

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Last issue we forgot to tell you who took all those great pictures on the cover. The general view was by Allan Abramson; all others were by Barbara Calhoun, who is also the AGA treasurer, our IGF Director, and lots more.

Executive Editor: Terry Benson Business Manager: Terry Assael
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GO

An ancient board game which takes simple elements - line and circle, black and white, stone and wood - combines them with simple rules and generates subtleties which have enthralled players for millenia. Go's appeal does not rest solely on its oriental elegance, but on practical and stimulating features in the design of the game.

Go's few rules can be demonstrated quickly and grasped easily. It is enjoyably played over a wide spectrum of skills. Each level of play has its charms, rewards, and discoveries. A unique and reliable system of handicapping leads to equal contests between players of widely disparate strengths. Go is uniquely flexible, and rewards patience and balance over aggression and greed. An early mistake may be made up, used to advantage, or reversed as the game progresses. There is no simple procedure to turn a clear lead into a victory. Go thinking seems more lateral than linear, less dependent on logical deduction, and more reliant on a "feel" for the stones, a "sense" of form, a gestalt perception of the game.

Beyond being merely a game, go can take on other meanings to its devotees: an analogy for life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, a mental "workout", or, when played well, a beautiful art in which white and black dance in delicate balance across the board. But most important for all who play, go, as a game, is challenging and fun.

AMERICAN GO JOURNAL (ISSN 0148-0243)

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American GO Association

P.O. Box 397 Old Chelsea Station New York, N.Y. 10113



The AGA is the national organization of US go players, cooperating with similar national organizations around the world. The AGA:

- Publishes the American Go Journal and Newsletter
- Sanctions and promotes AGA-rated tournaments
- Organizes the US Championships
- Distributes an annual club list and membership list
- Maintains a computerized numerical rating system
- Schedules and organizes tours of professional players
- Works to develop a strong national network of clubs
- Promotes go and develops project to strengthen the US go-playing community.

The AGA is working to let more people know about your favorite game, and to develop your strength and that of your opponents. Join today!

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_____	Contribution to the work of the AGA in promoting GO on a national level (those who wish to make a tax-deductible donation toward Go education may do so by sending a separate check payable to the American Go Foundation. An acknowledgement will be sent by the Foundation.)		
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Your support and that of every player who loves the game of go is crucial to its continued growth. Thank you for your help!

The American Go Association

Souvenirs

A Response to "The Hiroshima Game"

Joe Engel

When I was a young school child, I was fascinated with all I heard about how people lived in other countries. The cultures of the Orient were particularly attractive to me. I felt that they enriched the world, and I hoped that the time might come when, as a grownup, I could visit these countries and experience for myself the wonders and beauties that they had to offer.

Eventually I realized this ambition, but, sadly, only after first serving in the Army Air Corps during World War II as a B-29 navigator and flying thirty combat missions against Japan.

When the war ended, people all over the world started doing their best to resume their former peaceful, normal lives. So did I. During the years since the end of the war, I have been able to realize my dreams and visit parts of the world that fascinated me as a child. My career provided me with many opportunities to visit Japan, so it should come as no surprise that I have become an ardent devotee of go. With its intellectual elegance, it is also very satisfying aesthetically on many levels. The proportions of the board are beautiful. The stones are smooth and lovely to touch. Go encourages serenity and teaches patience. It has enriched my life.

And go has helped me, through the pages of the American Go Journal, to achieve a better understanding of my role as a participant in the war between my country and Japan.

1985 was not only the fortieth anniversary of the end of the war, but also the fiftieth anniversary of the American Go Association. Part of the AGA's celebration was the First US Go Congress, which I attended. One of the Japanese professional players attending this event was Miss Shinkai Hiroko, whose visit was sponsored by the Nihon Kiin, the Japan Go Association. She brought with her as a gift to the Congress an exquisite miniature go set consisting of a small lacquered board on legs, shaped in the traditional manner but about one-fourth of full size, and little lacquered bowls and stones to match. I decided that I would like to have such a set as a souvenir of the Congress and Ms. Shinkai told me how to order one from the Nihon Kiin.

I arrived home from work on December 11 to find a letter from the Nihon Kiin telling me that they had received my order, and a set was being shipped. I was delighted. The next day's mail included my copy of the November 1985 AGJournal. After dinner I settled down to read it with great eagerness and anticipation, as it featured the Go Congress I had attended. I was happy to read about it and enjoy the experience a second time. Then I discovered the "Hiroshima Game" article, concerning a game played near Hiroshima on August 6, 1945, that had been sponsored by the Nihon Kiin. How interesting, I thought. I had received a letter from them only the day before.

The article described the numerous disruptions and difficult conditions under which the game had been played: "On May 25, 1945 the Nihon Kiin building burned down from the air raids. By this time air raids were everywhere and many railroads were cut off." I could read no further.

A sinking feeling came into the pit of my stomach. "On May 25, 1945 the Nihon Kiin building burned down from the air raids," I read again. I rushed to a map I had kept as a souvenir of my wartime experiences, on which I had recorded the missions I had flown. I had a dreadful premonition.

The arrow leading to Tokyo on the map had three Roman numerals on it: I, VIII and XII. These were the mission numbers I had flown, and I checked them against the summary information I had recorded at the bottom of the map. And there it was: "VIII: N TOKYO 25 MAY 14:15. 32 Incendiary." 32 Firebombs.

I had helped to start the firestorm that destroyed the Nihon Kiin building.

As I contemplated this dreadful fact, I realized that it was even worse than that. This had been a night raid, and at night we used radar to find the proper release point for our payload. In this situation it was the navigator, not the bombardier, who released the bombs. I had personally pressed the button launching these firebombs on their mission of destruction.

I am greatly saddened by the part I played in the war with Japan, especially now that I know and feel so much more clearly who the Japanese people are, and now that I know what I helped to destroy that night. I can better appreciate the suffering over the much greater destruction that all of the people of Japan had to endure before the war came to its conclusion.

But the destruction is now over and we have learned from the experience. I think we in the US have shown a greater understanding in the years since that we are all in the same boat together, and that we must all help one another or perish.

When my wife and I visited Japan in 1975, Tokyo had already become a living, vibrant, beautiful and modern city, not the burnt-out empty shell that it was in 1945. The Nihon Kiin has risen from the ashes like the phoenix.

As long as I can buy a go set from the organization whose building I helped to destroy forty years ago, as long as we can rise from the ashes and resume living together in peace, there is hope for us still. I thank the people of Japan for helping me to learn this truth.

Arigato Gozaimashita!

YOUTH CHAMPIONSHIP PLAYOFF

Final Notice: If you know of a young player (under age 18) who plays go above the 10 kyu level, he/she could win a free trip to Taipei, Taiwan this August to represent North America at the 3rd World Youth Wei-ch'i Championship. The playoff will be held using the AGA Tele-Tsuke program.

Names of potential competitors should be sent to Chen-Dao Lin, 226 East 26th St. New York, N.Y. 10010. Entries received after April 30th may not be eligible.

LETTERS TO THE EDITOR

Dear AGA:

John Power recently showed me a few back issues of the AGJournal and I was most impressed and interested. I've only played go in Japan and was not aware of the AGA, but I believe "better late than never" so here is my membership.

I first learned go about five years ago at the Takanodababa Club (described by Joel Sanet in various AGJ's and below.—Ed.). I was in the first group of English-speaking students and am the only one who has remained and still takes (and occasionally teaches) classes. There were times when I and the hata-san (teacher) were the only ones there, but the club management continued to support the class in the belief that it would help promote go internationally.

In the past few years, thanks to my article in Go World and AGJournal coverage, not to mention a general upswing in interest in go, the Monday night group has averaged five to seven players, most of whom are Americans. In light of their interest and with the full backing of the club management, I would like to request that The Takanodababa become a Chapter Member of the AGA.

Jonathan Wood 2D

To the Editor:

Having crowed about the outcome of my last trip to Japan in the August 1985 AGJ, I feel duty-bound - but reluctant - to report the results of my performance at the First US Go Congress. In short, I bombed out. I only won three out of ten tournament games and didn't beat anyone rated stronger than shodan. One loss was a

resignation in the early middle game out of sheer disgust with the level of my play when I misread a three-atari ladder! It wouldn't surprise me if I wind up with the dubious distinction of being the only go player in the world to have achieved a 4-dan rating in Japan and three months later be demoted to kyu level in America.

I had hoped to compare my performances at Takanodababa and Westminster to get some idea of the difference between Japanese and American amateur ratings, but my play has been so erratic that is is hard to draw any conclusion. It would seem that I was playing far over my heard in May and in a bad slump in August. I was well aware that the quality of my games at the Congress was the pits, but my play in Japan did not seem exceptional at the time. I think I can say with certainty that Japanese ratings are weaker than corresponding American ratings, but I can't say by how much.

Do any of your readers have experiences that bear on this?

Joel Sanet
2-dan? 2-kyu?

PS: My fellow Floridian Larry Kaufman reports that on his latest trip to Japan last fall he found that Takanodababa had reduced all ranks by one stone, so that my final rating on the new scale is 3-dan. Larry, whose post-Congress rating was +196, registered as a 2-dan and wound up at 3-dan!

Joel's current AGA rating is +172.

All A-Board!

Roger White



This issue I have been lucky enough to get a guest column from a very special young lady: 16-year-old Janice Kim of New Mexico. Some of you may already know that Janice played for the US in this year's World Youth Wei-ch'i Championship in Taipei, and made us all proud by placing second. Only the Korean youngster was able to beat her. Janice has gained much of her playing strength (5- or 6-dan) during extended visits to Korea over past several years. She studies there with Mr. Jeong Soo-Hyon pro 5-dan and knows many of the top pros there. They like her because of her serious devotion to the game, and because as the "American girl" she is something of a novelty. She hopes to attain professional status from the Hankuk Kiwon sometime soon. She would be the first American to do so.

Having studied go in the Orient, she is well qualified to write about traditional go etiquette, and in her whimsical way makes it clear that she is more than happy to do so. She is among many players who find the behavior of some Americans at the board to be rather ignorant and churlish. You know who you are.

FIVE MINUTES TO MORE CULTURED GO-PLAYING

by Janice Kim

After a long stay in Korea, I recently returned to America and began playing here again. I have observed numerous barbaric practices that scarred my young and impressionable mind. I feel it is necessary for all to learn and practice proper go etiquette, thus maintaining at least a facade of civilized behavior as they go for the big kill.

It is easy enough to greet one's opponent before starting a game. Oriental players generally bow to another, but a simple handshake will do.

Never take back a move once it is played. The official AGA rule on this is quite liberal: the move has been played when your finger leaves the stone. In Korea, a move has been played once a stone has come to rest on the board. The stone cannot be held under one's finger in limbo. In practice, it is usually better not even to take a stone out of the bowl until you have decided exactly where to put it. This is not only polite but may actually improve one's game since it forces one to think, however briefly.

The airspace over the board should be kept reasonably clear. One's hand need not hover ominously over the board. If you breath begins to fog up the stones, you're leaning over too far.

It is not usually considered good form to mutter constantly to oneself during a game. Similarly, grimaces of unbearable agony are the mark of a poor go upbringing. This practice only invites unflattering comparisons with various members of the animal kingdom. Rattling one's stones or tapping them constantly against the table are also annoying.

In even games it is customary for black to play his first move in his upper right hand corner. There are obscure Oriental reasons for this, but it also makes it easier to read a game record. Obviously, the choice of where to play the first move is very important, but the choice of which corner to play it in has no strategic meaning. After the first move, of course, the relation between stones becomes important and any

Talking Stones

Peter Shotwell



A Chat With Jerry Rogers

Go needs go players and go players need places to play go. In some areas, many go players advance quickly; in others, things have stagnated. Why is this? I asked Jerry Rogers, a legendary peripatetic 5-dan, to share some of his ideas and experiences concerning this problem when he reappeared in New York recently for an extended visit. He has been active in go circles for many years in Europe, New York and the Far East.

"Kids are the key to the situation", he told me. "The only way any country will develop great go players is to spread go in the schools. If you learn go after age 14 or so, it is difficult to become a really strong player. There are already too many bad habits in your thinking. This is why there are more registered go players in Holland than in the entire US. One of their first organizers was a teacher."

"I've found that it is better to introduce simpler games on a go board, such as go-moku, than to introduce go right away. When you start by teaching go first, maybe 1 in 10 will take it up. If you teach go-moku, then ni-moku, maybe 5 in 10 will go on. Westerners have to get used to the idea of putting stones on intersections rather than in the boxes. We also have trouble with the idea of surrounding. I think you should lay off the 'whiz-kid' stuff. Present go as fun rather than an intellectual test."

"The club itself should be amenable for kids, too, besides grown-ups. An at-home atmosphere is important, rather than just a lot of go boards. Nearly all the successful clubs in Europe are above restaurants. Go books and magazines should be available, but even more important is a steady, ongoing teaching program. Stronger players should play at least half their games against weaker players. How else will anyone get stronger? Also, there should be a lot of tournaments. Any kind at all will do - young people's tournaments, old people's tournaments, teams, leagues. They will stimulate attendance and even more important, they give the beginner a sense of advancement. Beginners' nights are also a good idea, say once a week, where a dan player is around to answer questions and play handicap games. In the Orient, there are TV programs that teach people how to play. When I get back to the East, I will tape and translate some of these lessons and send them to the AGA."

"The Yugoslavian go movement started with four or five players. They got the government to publish a booklet with punch-out paper stones and board included. They combined this with a strong teaching program, and soon there were hundreds of players. Some got very strong. The Nazis made go a very popular game among the Hitler Youth in the thirties, with help from Japan. There was even a telegraph match between Japan and Germany back then. But of course most of these German players were killed in the war. (More about this "dark side" of go in a future column.-PS)

JAPAN-CHINA NEC SUPER GO**THIRD U.S. - CHINESE TOUR**

The NEC Japan-China Super go match has finally come to its exciting conclusion with the last and strongest player for each team facing off. In the end, Nieh Wei P'ing of the People's Republic beat Fujisawa Shuko in a spirited contest.

As well as adding to their impressive record in international play, the mainland Chinese have also been getting to know the American go community, especially on the West Coast. In December the two top mainland Chinese pros made the third visit of Chinese professionals to the US (see story right). Next issue Richard Dolen will describe his three-week goodwill go-playing tour of five Chinese cities.

On Saturday Dec. 27, the San Francisco Go Club was visited by the top two ranked professionals from the People's Republic of China. Their trip to the U.S. was organized by James Chen of Los Angeles and sponsored by the L.A. Chinese Club. The SFCC's unique landmark building in the Japantown area provided an appropriate setting for the memorable visit.

The two played simultaneous exhibition games with all comers, ranging from Mr. Shin, one of the SFCC's strongest players, to lowly kyu players. Mr. Shin eventually lost a hard-fought, 3-stone game which became the focus of attention as other games ended one by one in complete victory for the visitors.

NEMESIS IN TAIPEI

The Ing Chang-ki Wei-ch'i Educational Foundation in Taipei sponsored a computer go competition over New Year's, and Bruce Wilcox took NEMESIS there to compete. Its two and two record was somewhat disappointing. One loss occurred because the opponent played a suicide move which is legal in Taiwanese rules. Because NEMESIS was programmed to play by Japanese rules, it rejected the move, and could not continue the game.

The other loss was to a program developed in Taiwan on a Macintosh, which had a very powerful "lookahead" component. Because the tournament was on a 9x9 board, NEMESIS couldn't use its strength in dealing with full-board strategic considerations and was no match for its opponent's brute force approach. NEMESIS turned in the most interesting game against Mr. Ing on a full board. See Bruce's article in the next AGJournal for a full report.

GRADED GO PROBLEMS FOR BEGINNERS, Vol. 2

Last issue we reviewed the first volume of this series of beginner primers. Now we are pleased to announce that Vol. 2 has hit the bookstores and it is a perfect continuation. Toward the end, even the experienced player may find a few problems that defy instant solution. Available from Sabaki Go Company (see ad inside back cover) or direct from the Nihon Ki-in.

GO IN SAN FRANCISCO

The new President of the San Francisco Go Club (the oldest permanent club in the country) is hardly new to the club. It is Shinji Dote, long the backbone of the club's operation. During his tenure he will be working to pull off the purchase by the club of its landmark building.

GO IN ISRAEL

The Weizmann Institute of Science in Rehovot has an active go club of 20 regular members plus visitors. Contact: Daniel Treves, Weizmann Inst. of Science, Rehovot, 76100, Israel.

Tournaments & Events

DATE	EVENT & SITE	CONTACT
April 5	NoVa Cherry Blossom Tourney Central United Meth. Church	Ken Koester 703-237-8378
April	Massachusetts Open Mass Go Assn Clubhouse	Don Wiener 617-734-6316
May 3/4	Colorado Championship Mile Hi Go Assn	Steve Fawthrop 303-337-7486
May 3/4	Seattle Cherry Blossom	Chris Kirschner 206-323-8758
May 4	Philadelphia Open	Phil Straus
May 17 (tentative)	Ann Arbor Spring Open Ann Arbor, Michigan	Dave Nelson 313 995-3636
May 24 or 25	13th Maryland Open Hillcrest Cntr, Catonsville	Warren Litt 301-322-9405
May 24/25	4th Midwestern Championship & Go Clinic Mission Inn Motel, Mission KS	Richard Crandall 913-642-1653
May 24/25	Portland Open Japanese Garden	Peter Freedman 503-281-9200
July 13	Cleveland Dog Days	Roger White 216-248-8433
August 16/17	1986 Canadian Nat'l Champs Vancouver, British Columbia	Roy Langston 604-251-4057
August 17-24	2nd U.S. Go Congress & 1986 Western U.S. Champs Seattle, Washington	Chris Kirschner 206-323-8758
August 30/31	1986 Eastern U.S. Champs Grammercy Park Hotel New York City	Roy Laird 718-768-5217
Monthly	San Francisco Go Club SFGC Clubhouse	SFGC (415) 563-9737

A Go Retreat

James Kerwin Comes to Wisconsin

by Edward Ream

I first met Jim Kerwin this spring, at a go tournament in Kansas City. He made quite an impression with the strength he displayed in teaching games, and even more with his style of teaching. I knew that if I could get him to come to Madison, where we have a small go club, he would have a lot to offer us. To my surprise and delight, Jim was extremely easy to approach, and very flexible. Even better, he was quite willing to come, and on September 7 and 8 we had our first Midwest Go Retreat.

The ten participants covered a wide range of playing strengths. Two people were practically beginners, and another four were fairly strong kyu-level players. Three were at or near dan level. Despite this variance, Jim found a way to conduct the retreat so that everyone benefitted.

Jim suggested that we begin with a lecture in which he would outline the main points we would be grappling with over the weekend. Then he played each of us a teaching game, one at a time, followed by an analysis of the game. Some of us played casually or chatted during the interlude between analyses, but mostly we watched the game in progress. I found this to be an enlightening way to approach the weekend. Watching in silence for the half-hour or so it took to complete the game, I would form opinions and questions. Then the analysis would show me what was really happening.

In his opening lecture, Jim said that American players seem by and large to suffer from several misconceptions about go. He stressed the point that one seeks a balance between thickness - which he calls "power" - and territory, right up to the end of the game. He returned to this point over and over throughout the weekend. Even if you are behind in territory at the end of the middle game, if you are ahead in power you are still very much in the game. American players want to grab their territory too quickly, and do not really understand what power is all about, he said.

Jim offered a distinct definition of power, with two components. Shape, surprisingly, is not one of them. He defines power as a) a large preponderance of stones in an area, and b) an absence of defects, or cutting points. He also pointed out that one cannot fully estimate the state of the game without taking both power and territory into account. And he showed us how approaching the game in this way makes reading easier. Many players are put off by the task of reading because it seems limitless. But once the state of the game is understood, 90% of the apparent moves can be eliminated. Then one's concentration can be focussed on the remaining 10%.

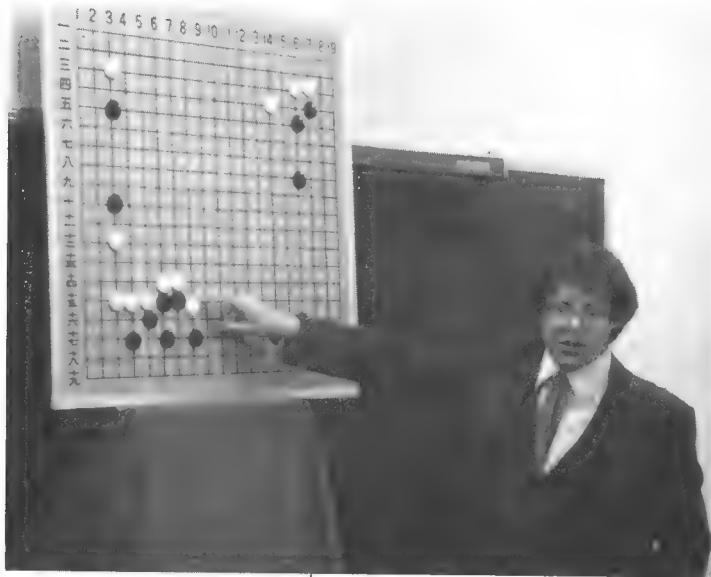
Another point to which Jim paid close attention was the notion of developing a "trading mentality". American players are too aggressive, he said, unwilling to concede that if one takes x, the other gets y. Having just returned from the US Go Congress, I found these remarks strikingly similar to those made by professionals there, especially Mr. Nakayama.

Jim closed his lecture by illustrating these points through an eye-opening analysis of a game between Shuwa and Shusaku. Then, having been urged to bear these points in mind as we studied this weekend, we began.

Jim is a wonderful teacher, mostly because he clearly loves to teach. In the teaching games, Jim established a serious, brisk pace, enabling his student to follow, and no game took more than 45 minutes. And watching how he manhandles a shodan at six stones, over and over, leaves no doubt that Jim is a true professional. But then, no such doubt ever existed, since Jim won the shodan section of the Kisei in 1979.

Organizing an event like this is not a major production, and shouldn't be. If we can do it, you can do it, and I think I know Jim well enough to say that he would like to visit your club. He prefers to work by lecture and by analysis of individual games, though he is also happy to play as many as three games at once. He does not feel that large simultaneous demonstrations do much for the participants' playing strength, but Jim is pretty flexible. His minimum requirement is \$100 per day - less than some consultants charge per hour. He would also like some help traveling to you, but he doesn't have to fly first class. In fact, if possible he will drive.

Don't think you can't do it. In our case, ten players put up \$30 each, and we just about broke even. And we did it in about eight weeks. Next time, we will plan ahead. We will do two mailings, one about six weeks before the event, and the other about ten days ahead. As an AGA Chapter, we will get the labels from the AGA. I mention this because if you are thinking of planning a retreat, I think this is a good way to promote it. And I think you should plan one. We all had a great time.



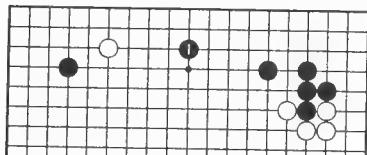
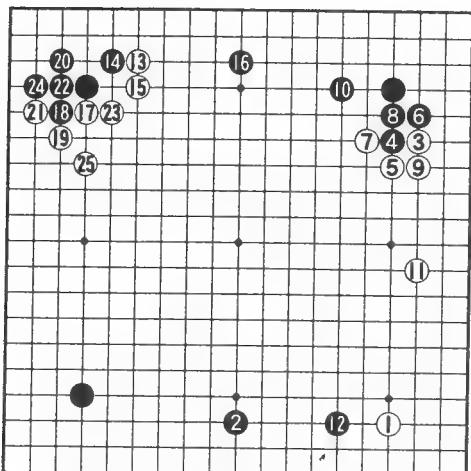
James Kerwin comments at the Wisconsin Go Retreat

The Five Worst Moves of 1985

by Kageyama Toshiro
 translated from Kido magazine by
 Terry Gallagher

Kageyama Toshiro is one of the few professional go players who actually writes his own books and articles. In many cases books are ghost-written and published under the professional's name. Those who have read Mr. Kageyama's Lessons In The Fundamentals Of Go will have noted the dry piercing wit that no ghost-writer could duplicate. Another fine example of his colorful style of commentary, now out of print in English, is Kage's Secret Chronicles of Handicap Go.

The moves discussed here were selected by Mr. Kageyama from games played at the Nihon Kiin this year. He feels that they represent the absolute nadir of go-playing. This article originally appeared in Igo Club, a Japanese magazine for kyu-level players. In it, the Mr. Blackwell of the go world presents his selections of the worst moves of the year, in hopes of sparing his readers similar embarrassment. In this spirit we present them to you.



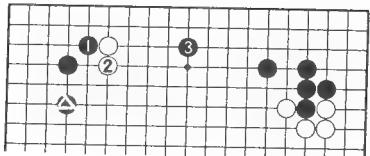
Dia. 1

#1 WORST: QUAKING AND SHRINKING

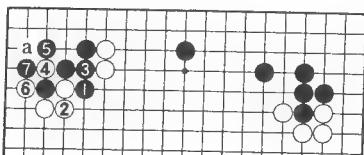
Stones must move out into the center. Don't shy away from a fight or your opponent will crumple you up into a little ball.

Shining in first place is the B sequence from 14 to 24, for the way he shrinks back into the corner.

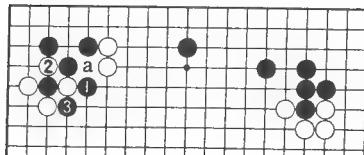
To start with, the combination of the diagonal attachment at 14 followed by the pincer at 16 would seem like an overplay even in an even game, but with a three-stone handicap I must say B is making things needlessly complicated. If B wants to play the pincer he should do so right away, as in Dia. 1.



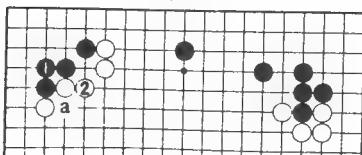
Dia. 2



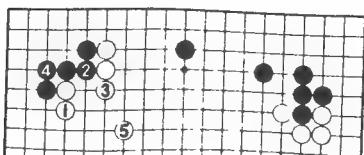
Dia. 3



Dia. 4



Dia. 5



Dia. 6

In my judgment, B was probably confusing his position with the one in Dia. 2. Here we find that W has ignored the triangled stone, and B is right to make W heavy with 1 before squeezing at 3. This combination is simple and forceful.

Back to the actual game: W launched his counterattack with 17, and B's problems have just begun. B18 may be all right, but B collapses with 20. I think there are a lot of people who play this way, who chicken out and want to make eye shape quickly. To ensure life they draw their wagons into a tight circle, but then the opponent has blocked them securely into a corner.

This passive, conservative way of making a small life in the corner just won't do. If that's the way you're going to play, you should give up little tweaks like 14.

Instead of 20, B's only move is to give atari with 1 in Dia. 3. If W answers at 2, B should connect at 3. When B pokes his head out like this, the squeeze at the triangulated stone is working admirably.

Then if W continues with 4 and takes a stone with 6, it is very important for B to give atari at 7. Simply descending at 6 to avoid ko would have no power against W's five stones. Dia. 3 may be best for B, but he passed up another chance to make good. Instead of connecting at 22, he should have given counter-atari at 1 in Dia. 4. If W takes with 2, B gives atari again at 3. If W connects, B connects at 4. All of which goes to show that W21 was an impudent overplay. By rights, W should have pulled back to 23.

B20 is simply a humiliation. The least he could do would be to connect at 1 in Dia. 5. W has to pull back at 2 and B is left with the cutting point at a to aim for.

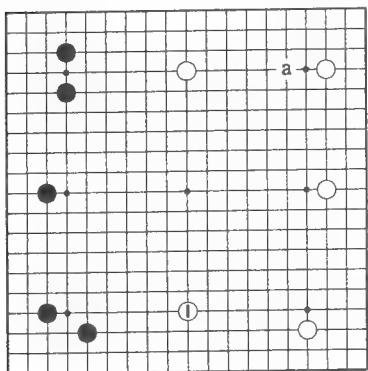
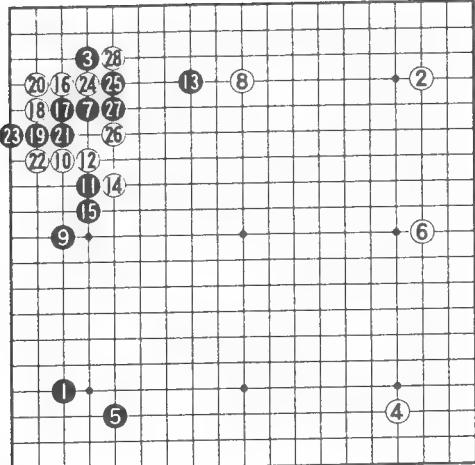
As it turns out, Dia. 3 isn't even bad for B, which means that even 19 is an overplay on W's part. His correct move was the extension in Dia. 6. The moves 2-5 are a set pattern, and the right way to play.

(con't next page)

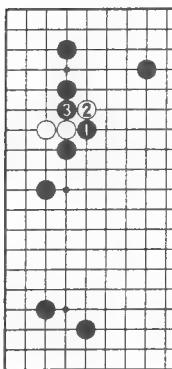
GO IN SEATTLE F

The Last Exit Go Club has recently been holding monthly AGA rated tournaments to stabilize local player ratings in preparation for the Congress and has dramatically increased the number of AGA members. Winners: Andy Teh, Tae Soo Chung, and (tied) Edward Kim & Clinton Chen

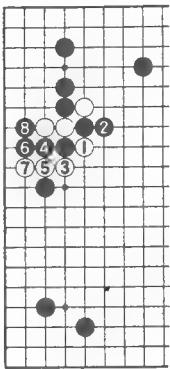
Jon Boley, Secretary



Dia. 1



Dia. 2



Dia. 3

#2 WORST: DESERTING THE FRONT

Don't forget that when two groups of stones are locked in a contact battle, each single move can make a big difference.

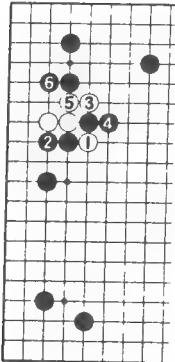
B earned the #2 Worst award for the crime of deserting the front in the upper left corner, following W's invasion at 10. Come to think of it, 10 itself deserves a place in the annals of bad play, for the sheer envy that it shows. With all of the big points still left on the board, W's squeezing into a tight place like this shows too much concern with his opponent's territory.

There are plenty of places W should have played rather than at 10. Looking at the direction of play, 1 in Dia. 1 seems worth considering. A more orthodox move would be the corner enclosure at a.

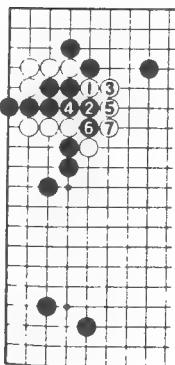
W's invasion was therefore premature, so he's not to be blamed for the fact that B ends up in the soup.

B11 was a good response, with the right degree of severity. But with it B abandoned the front, and that was his undoing. B's fighting spirit failed him and he left the field to his opponent.

Instead of 13, of course, B should hane at 1 in Dia. 2. What could go wrong? If W plays 2, B cuts at 3. If W persists with 1-7 in Dia. 3, B captures two stones with 8 and is way ahead. The extension at 2 makes great shape in the upper right.



Dia. 4

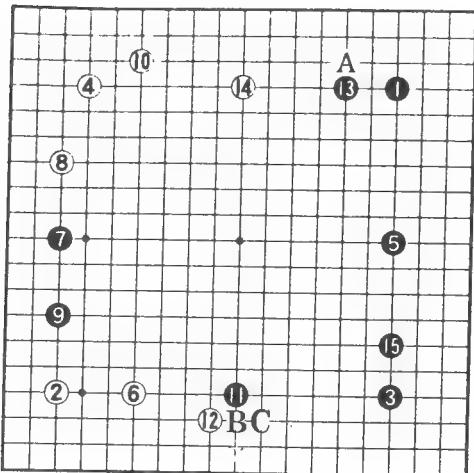


Dia. 5

But wait a minute! What's this? If W played 26 at 1 in Dia. 5, B would fall to pieces!

After B hanes at 1 in Dia. 2 there is also the chance that W will cut right away at 1 in Dia. 4. In this case, b should block at 2. B may give atari at 3 and connect at 5, but when B descends at 6 his severe attack on W's four stones puts him ahead.

W10 in the actual game was a bad move motivated by envy, but B committed the more serious sin of desertion. This gave W breathing room to make light shape, and W26 and 28 were an elegant combination.



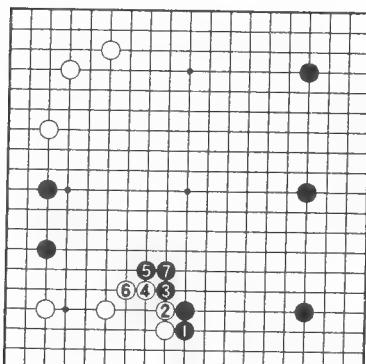
#3 WORST: NEGLECTING TO PUNISH THE OPPONENT'S MISTAKE

Just because your opponent throws one pitch outside the strike zone, that doesn't mean that you should let the next three good ones slide by.

What in the world could have led W to play a lousy move like 12? There were plenty of other places to play; the kakari at a for instance. But then what's this? B played tenuki at 13? This is horrible! It's hard to imagine that

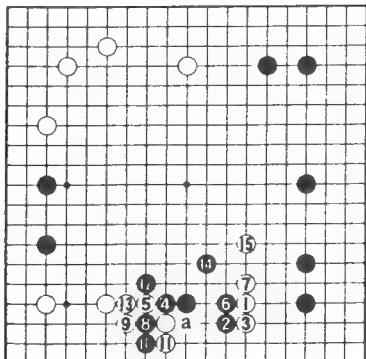
anyone stronger than 15-kyu would play like this. W was wrong to play 12, but B was worse for ignoring it.

For B13 there was only one move: the block at 1 in Dia. 1.



Dia. 1

The double hane of 3 and 5 works well here, and when B connects at 7 he's way ahead. With B's san-ren-sei on the right side he's mapping out a big moyo. I wonder if B thought of this line of attack and rejected it because it gave W too much solid territory. Too bad if he did.



Dia. 2

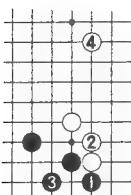
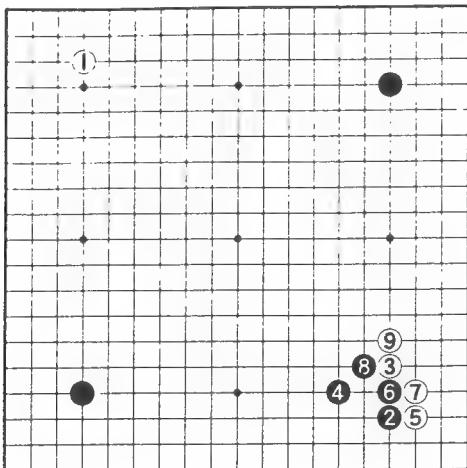
After B13, W makes a leisurely extension at 14, but this kind of play makes me antsy. At 14, W must crawl at b. Only this could make a good move out of 12.

If W played 12 first, B would not answer with 11. The best B could do would be the diagonal block at c. In this case, it would appear to be an overplay, because B can't stand to have W crawl all over him at b.

I would like to impress upon you that neglecting to pounce upon your opponent's mistakes gives him

a clean slate to try again, or can even work to his advantage. Reason retreats when madness prevails, and bad plays are transformed into good.

Returning to the original game, W continued with 1 in Dia. 2, which is an irregular move to say the least. But B also responded in an irregular fashion, and W ended up with a nice splitting attack. Anything can happen in go.



Dia. 1

#4 WORST: BUMPING ONE'S HEAD

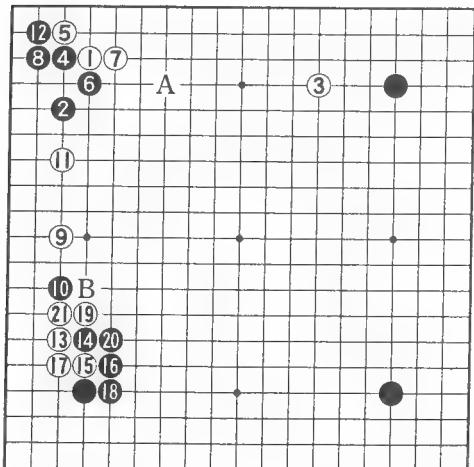
If you really understand the proverb, "hane at the head of two stones", you won't make moves like this.

B bumps his head at 6 and ends up hurting himself. The main reason B plays this way is that he can be sure of his reading: he knows that W will respond with 7 and 9. Also, he thinks he's made great shape with 8, because B4 sits tight at the diagonal connection.

People tend not to correct bad habits like this unless they're pointed out by a much stronger player. Some even arrogantly ask, "What's wrong with playing like this?"

What's wrong is that with B6-7 it's as if B has let W hane at the top of his two stones.

B6 should be at 1 in Dia. 1. Comparing this diagram with the actual game, the same number of stones have been played. But W has the steadier position in the actual game. Even if you don't memorize this as joseki, just remember not to play move like B6.



#5 WORST: CRACKED SHAPE

In a shape with several cutting points, you must be able to tell which one is weakest.

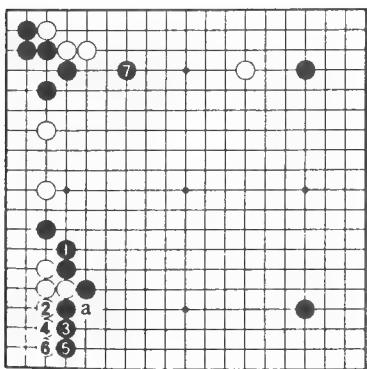
Let's leave aside the question of W9, with which W should have protected his stones in the upper left hand corner. The move I want to focus on is B's connection at 18.

After W gives atari at 19 and connects at 21, B's stone at 10 has been left marooned and is of no use at all. You can't let this happen to you. The line between B10 and B14 is a kind of fragile shape.

In the actual game B continued with b, so you can see he knew what kind of trouble he'd gotten himself into.

Instead of 18, B should have pulled back at 1 in Dia. 1. If W plays 2, B can play 3 and 5 in sente, then turn to the lingering opportunity in the upper right with 7.

B connected at 18 because he was afraid W would cut there. But if W had, B could block at 2 and W would be the one in trouble.



Dia. 1

DANMAKERS!

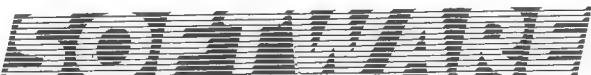
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MICHAEL REDMOND

An American Professional



Those of you who read the AGJournal regularly probably need no introduction to Michael Redmond. But surprisingly enough, too many Western go lovers don't know that the strongest Westerner in the entire history of go is alive and playing right now - in fact, at age 24 he has yet to reach his full promise. He has already won the rank of pro 5-dan, far beyond any other Western player's achievement, and last year he even won a Japanese tournament - the Ryuen. The crucial games in both these achievements will appear in **Go World #43**.

In this special section we hope to finally give Michael a little of the credit he deserves. We begin with the first in-depth interview ever published in English. It was conducted by Les Lanphear, the AGA Western Vice President and our former delegate to the International Go Federation, and will be presented in two parts. While traveling to Japan in connection with his IGF duties, Les talked with Michael several times. He has compressed his many notes and recollections into a presentation in which, we hope, Michael will find a little of himself.

For a sample of Michael's early play, we present a game that was played in Los Angeles in 1977 against Kobayashi Chizu, who was then the Women's Champion in Japan. This article originally appeared in **Kido** magazine and was translated by Conrad Skinner. Ironically enough, it was prepared by John Power, the editor of **Go World**, who is also employed by the Nihon Kiin as a translator. We wonder whether this is how John would have translated it.

We end this special section with Michael's comments on a game he selected for exclusive analysis in the AGJournal, the first of a series. This is not a game that made history, a championship match of the type generally published. This is a game which Michael feels illustrates an important lesson with particular clarity. Next issue you will find another such analysis, and the conclusion of Les' interview.

REDMOND Interview

“Because I Love the Game”

Les Lanphear Interviews Michael Redmond

In my three trips to Japan I have had several opportunities to speak with Michael Redmond. This is the summary of several talks, and a two hour interview in Tokyo in the spring of 1985. At the time Michael was professional 4-dan and within a few months of his promotion to 5-dan. Winning this rank was a great milestone in Michael's career as a professional go player. In this interview I hope to shed some light on who Michael is and what his life is like as a professional go player. The interview had a sense of direction at the time, but after weaving in material from other talks I hope that the flow does not lose the reader, the way some professional games lose me.

When I interviewed Michael I was only able to make quick notes of our conversation. The words may not be exactly his, but I believe that the meaning and facts are exactly his.

In this issue (p. 25) the AGJournal begins to present a series of Michael's games that he has annotated exclusively for us. These are games Michael feels are personally important to his progress, but are not decisive promotion or tournament games of the kind that usually get into print. A player's important games rarely occur at the same time as the games needed for promotion. Michael and I hope these games will give the American go player an insight into another style of play that is not so often available.

How did you learn go?

I first saw go when I was about ten years old. My father would play with his friends on Tuesdays and Sundays. I liked games, and I would stay up late and watch. I played a game with my father but I lost, so I quit for a month. By the age of eleven I was playing on a regular basis with my father. I continued to receive lessons from my father until I could beat him and then I started to study in Los Angeles.

How did you study go in Santa Barbara between trips to LA?

I did not study my own games but instead studied the following:

- Tsume-go (life and death) in Japanese
- Sakata's books, especially The Middle Game of Go
- The 1971 Honinbo Tournament
- Go World and back issues of Go Review

I would play with my father every evening and we would change the handicap every three games. I was pushing him up.

How did you come to live in Japan?

When I was 13 Richard Dolen from Los Angeles took me along on a summer trip to Japan. I didn't do any sightseeing at all. Most of the time I was playing on the second floor of the Nihon Kiin. The next summer I returned with Richard, and by the end of the summer I didn't want to

return home to school. I persuaded my parents to let me stay with a friend of Richard's and I attended a Japanese junior high school and studied go. I decided that I wanted to become professional.

Have you traveled much around Japan?

I have seen all of the islands, but not all of the places on each. I have spent ten days in Hokkaido, Karuizawa for a go festival, and Nagooka to teach, and not to ski, which is what most people do there. (Few Japanese people with whom I have spoken during my trips there have traveled extensively in their country.-LL)

What is your diet like and what are your favorite foods?

I eat half Japanese/American and half Japanese food, although I eat all foods. Given a choice, I would say ton katsu, although I also like ramen and Chinese cahan. Sushi is not a favorite of mine. When I am playing go at the Kiin, I go to a tea shop for a light meal of sandwiches and orange juice. After the game is over I eat a real meal. (These are small Japanese sandwiches.-LL)

Do you find any time for friends?

My male friends are almost all limited to the dojo and I do not have any female friends.

So you don't go out on dates?

That's right.

How many hours per day do you study?

When I was first in Japan I studied eight hours per day every day. I still study eight hours, but not every day. If I really concentrate for three or four hours it is just as good as eight hours was before. At the dojo I play over professional games, study tsume-go problems, and study and play games with other students.

What other activities do you have?

Since I live in the dojo of Mr. Oeda there is no TV, little radio and no movies. Two years ago I saw the first and second Star Wars. I read a lot of English books. In the past I read a lot of science fiction, but now not so much. I would rather read fiction or a novel based on history.

Why did you choose to become a professional?

Because I love the game. Also, I like my life as a pro, it all depends on me myself, I determine my life.

Next issue: Part II, in which Michael will discuss:

- * The daily life of a Japanese go professional
- * How to teach beginners
- * How to become a strong amateur
- * ...and more

Jigo in Spite of Himself

Observer's record by John Power

Commentary by Ogawa Tomoko and Kobayashi Chizu

Translated from **Kido** by Conrad Skinner

This month's special go tip presents a novel encounter between the current (1977) Japanese Women's Honinbo and Michael Redmond, the "Honinbo" of Los Angeles. The former, as you know, is Kobayashi Chizu 4-dan. (She has since been promoted to 5-dan.) The latter, Michael Redmond, is almost unknown to the Japanese. In truth he is hardly known to Americans either. This new star on the horizon of California go is only fourteen years old.

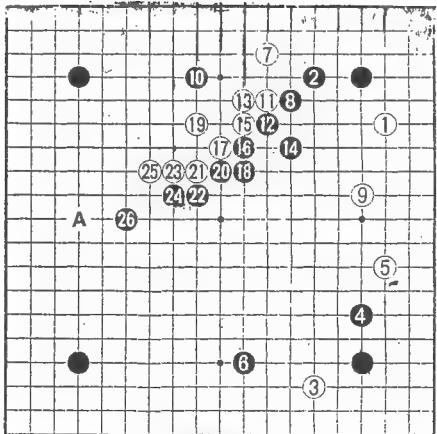
Though Michael is just a sophomore in high school and began playing only four years ago, he is already closing in on the top-ranked American players. This year he won the Los Angeles Championship. In America and Europe it is difficult to reach a professional level of play because most players do not learn go until they are adults. It is hopeful for American go that Michael has come along.

For the past two summers Michael has spent his summer vacation studying go. Last year he played in the Nihon Kiin Qualifying Tournament for the first time. He dropped only one game and was given the ranking of (Amateur) 3-dan. In America he is rated 5-dan.

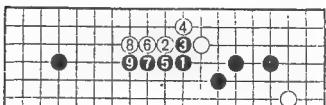
The first person to notice Michael's aptitude for go was a USC physics professor, Richard Dolen, who teaches a course in go. Michael's father was one of Richard's go students. What caught Dolen's attention was Michael's one- or two-stone increase in strength between quarterly tournaments. Dolen makes annual visits to Japan, and for the past two years he has brought Michael along in order to nourish his talent. Though there was no direct teacher-student relationship, Michael returned the favor. Dolen, who plays around 5-dan himself, saw Michael getting stronger than he was.

12-year-old Michael begins his go career, as his chess set gathers dust in the background

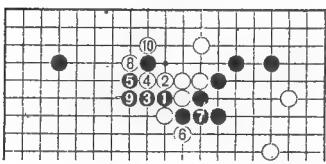




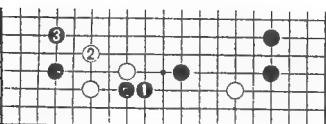
Game Record 1



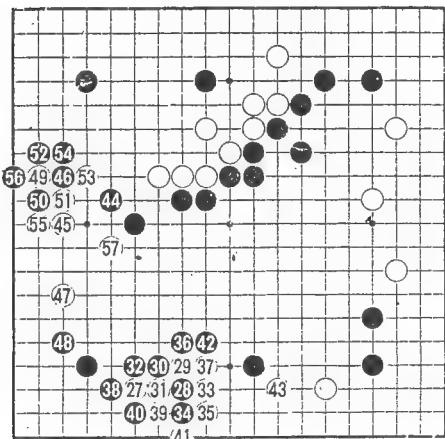
Dia. 1



Dia. 2



Dia. 3



Game Record 2

GAME RECORD 1 (1-26) - THE FIRST STAGE

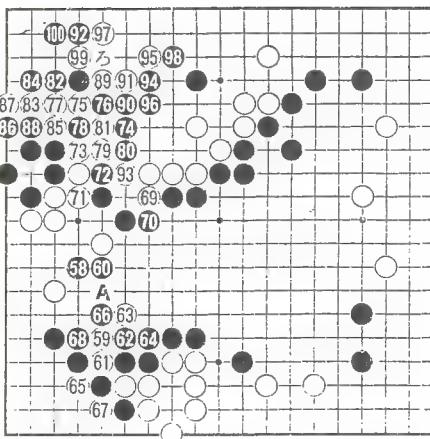
In this game Michael takes four stones from Kobayashi Chizu pro 4-dan. The match was not particularly close-fought. There were a number of weaknesses in B's fuseki. To play at 8 was conservative, as Kobayashi later pointed out. A more positive move would have been the invasion at W9. 10 is also out of place. A on the right side would have been more effective. If B wants to play on the upper side he should play as in Dia. 1. B18 is also too passive. Challenging W in the manner of Dia. 2 would have given good results.

GAME RECORD 2 (27-57) - A STRATEGIC ERROR

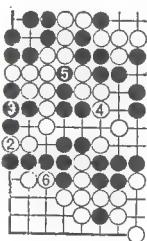
B30 is an unexpected move. In Japan one is taught to play calmly in the face of W29 (though a pro might sometimes play at 30). B should count on enough fights in this game without starting one himself. A response in the manner of Dia. 3 is preferable. In the moves through 42 it is clear that B has a consistent strategy. In the first stage of the game, 12 through 26, his intent is to build thickness in the center. But since W's stones on the right side seem secure, the usefulness of this thickness seems rather small. "Consistency" loses its meaning here. After 43, W can connect, so B's splitting of W seems only to have strengthened his opponent.

After B's kosumi at 44, W moves in at 45 without delay. 49 is a normal sabaki move for W and one would expect a calm B reply at 52, but instead B takes decisive action at 50. The fighting is rough from here on.

Such a lack of maturity in the fuseki, rather than showing a lack of talent, shows a lack of experience. In Michael's hometown of Santa Barbara, there is surely no one who can give him a challenging game.



Game Record 3



Dia. 4

GAME RECORD 3 - (58-100) - BLACK SHOWS HIS STRENGTH

Jumping into the breach with 58, B makes it look like he intends to help himself to a stone or two. W's tenuki at 59 doesn't seem like a good idea at first. The most natural way for W to deal with it would be to connect at 61. W next would have connected at a.

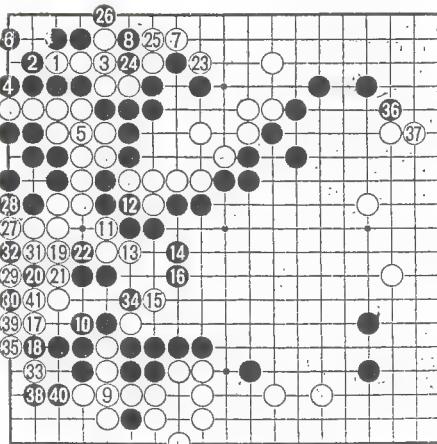
58 would not have been captured, but by squeezing it W would have made light shape. Anyway, trying to build on 60 with 62 is a bad idea and raises worries as to whether B is going to upset the rhythm of the game. In response to 62, W's obvious shape move was 63. In hindsight Kobayashi said that she had no regrets about 69 and 70. enough profit at the bottom,

leaving the left side light in exchange for 75 seemed like a good idea. If B had cut at 71, followed by W89, B82, Wb would probably have been enough.

Pressing with 72 and 74, B resolved to the bitter end to capture W. With W75 he realized he was in trouble and in the subsequent skirmish played the strongest possible combination of moves. Here he finally had the chance to display his ability to his heart's content.

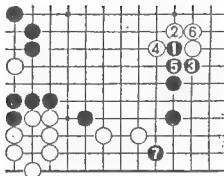
GAME RECORD 4 (101-141) - BLACK TAKES THE LEAD

With W75, W began a savage fight. B took care of his problems at the top with the single stroke at 8, forcing W's stones on the left side to go it alone. 16 and 18 don't let up the onslaught; but W, having unsettled stones at the top, had to jump out in the middle of the fight to play sente at 23 and 25 to keep them within her fold. B's compromise move at 34 was inevitable. If he had descended to 35 the semeai shown in Dia. 4 would have followed.

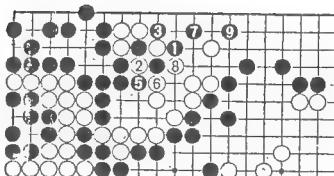


Game Record 4

When W crosses under with 35, instead of being crushed into a little blob, she can maraud B's corner. Still, when the profit at the upper left is counted, B seems clearly to have the upper hand.

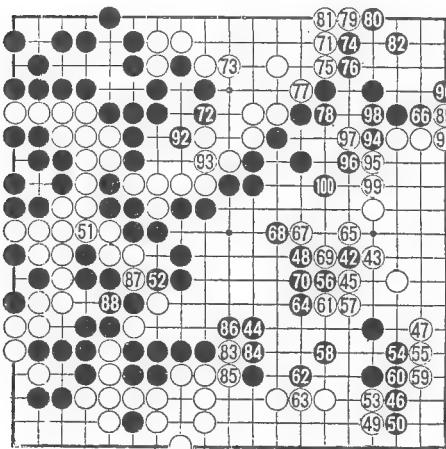


Dia. 5

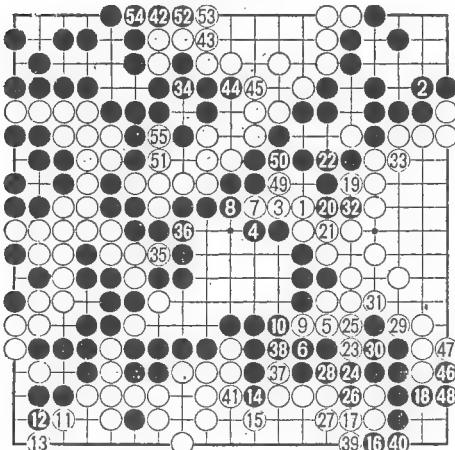


Dia. 6 (4 connects)

GAME RECORDS 5 AND
6 (142-200, 201-255) -
JIGO IN SPITE OF
HIMSELF



Game Record 5



Game Record 6

Going into the endgame B held the lead, but strange moves began appearing one after the other. 42 was so bad that W needed to only 43 and 45 to get a graceful result. B cut himself off from the center. To have played as in Dia. 5 would have profited him much better. Since the attach-and-stand of 1 and 3 are sente, B7 ensures that the corner territory will remain his. With 71 W takes the last step needed to protect herself. Before 71, B1 in Dia. 6 is a winning move. Because so many stones are in danger, rather than fight the ko, W must connect at 4. If she does, B can cross over at 7 and 9, making a huge difference in the game. So with 71, W kept a time bomb from exploding in her own camp.

Reading out the sequence in Dia. 6 would have been difficult, so there's no need to be overly critical. There were probably so many difficult points in B's position that he couldn't win the game. But for Michael it was a valuable educational experience, and his fighting strength was so highly praised by Kobayashi that the game was well worth it. We all hope that Michael will continue to progress during next year's study in Japan.

Jigo (tie game)

GO IN NEW YORK

The oldest established permanent floating go club in New York (known variously as the New York Go Club, Zen Go Circle, Manhattan Go Club and now the Go Club of New York) has moved to its 6th home in 10 years. The club has taken a lease on the upstairs banquet room of the Keystone Restaurant at 26th St. and 2nd Avenue. The club like the restaurant is "open" 24 hrs/day. 10-15 players of widely different ranks can usually be found there over the boards or downstairs eating the large portions of Greek-American food.

REDMOND Analysis

Redmond v. Kofoku

Oza 1st Section, 2nd Game
29 February 1984

B: Michael Redmond 3-dan
W: So Kofoku 3-dan

Comments by Michael Redmond exclusively for the AGJournal

B1-7 was my favorite opening throughout 1984.

W18 was heavy - a play at 10 or 53 would have been better.

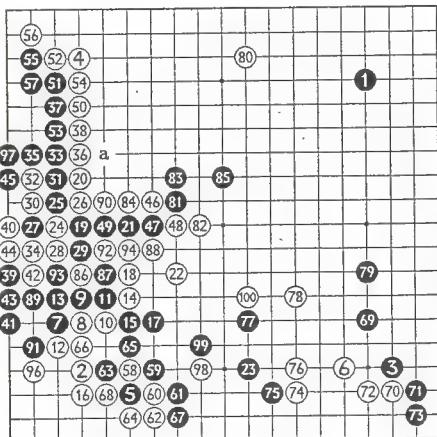
W24 was an overplay. B25 was a severe counterattack. W struggled with 28 to 34, but was forced to sacrifice the side with 36 and 38. If 36 at 40, B at a would capture the key stones.

W38 at 40 wouldn't be good; B would respond at 38. I extended to gain liberties at 49 and won the race by 2 moves.

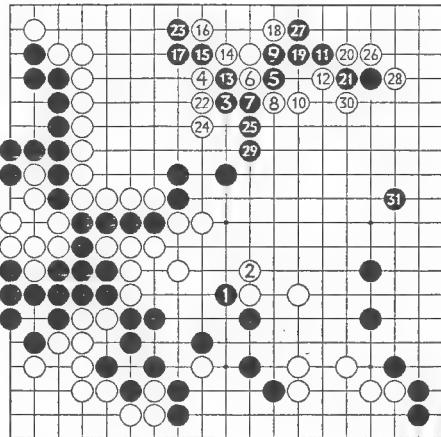
B should have played 79 at 80.

W112 was another overplay. W should have protected against W113 and 115.

The following furikawari (exchange of territories) simplified the game and ensured a win for B.



Dia. 1 (1-100)
95 at 86



Dia. 2 (101-131)
W resigns after 131

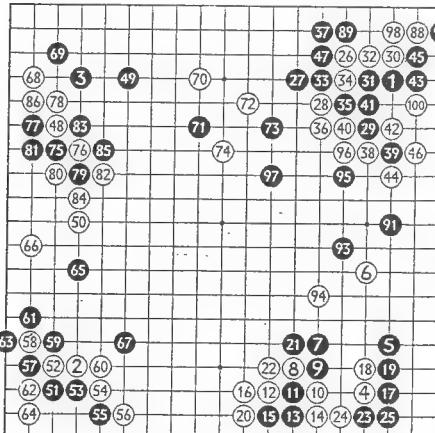
GO RETREAT IN CANADA

For kyu players interested in developing dan-level judgement. The course will be held June 24-29, 1986 at the Hollyhock Farm communal retreat on Cortes Island, B.C. Canada. The focus will be on principles of sound play with technical and philosophical issues treated as they arise. The workshop leader will be Roy Langston, 4-dan, a professional teacher and writer, editor of the Canada Go Gazette, president of the Canadian Go Association, and a highly experienced go teacher. The workshop fee of \$395 (Canadian) (appx. = US\$280) includes room and board with gourmet vegetarian cuisine, all workshop and study materials, beach, forest, hot tub, peace and quiet, etc. For details or registration write: Roy Langston, Box 80252, Burnaby, B.C. Canada, V5H 3X5.

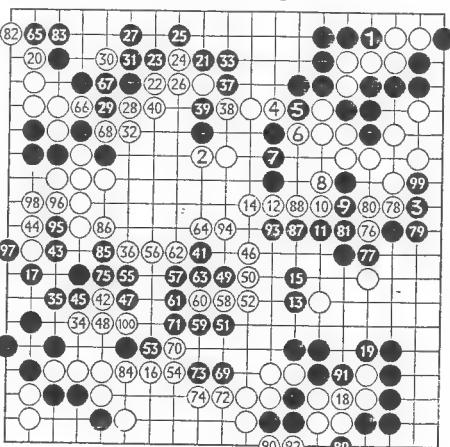
1985 U.S. CHAMPIONSHIP MATCH - GAME 1

The west coast continued its domination of the US Championship with the victory of Ho Suk Yi of Los Angeles over 3 time Eastern Champion Ron Snyder of New York in a match at the New York offices of Japan Air Lines.

Game 1 below was a tough contest. Snyder (Black) misplayed a joseki early on and then struggled to catch up. Game 2 (not shown) was a messy affair which could have gone either way - an 80 point move was left hanging for some 60 moves. Young Kwon, the match referee, found it so difficult to watch the players blithely playing little moves that he spent much of the time walking around out of the line of sight.



Game Record 1 (1 - 100)



Game Record 2 (101 - 199)
subsequent moves omitted



COME AND GO WITH US

U.S. Go Congress '86 will be held Aug 16-24 in Seattle, Washington. Organized by the Seattle Go community under the auspices of the AGA, the Congress is designed to provide as much Go in as many forms as anyone can stand for 9 days straight and to allow players to attend the Canadian Open in Vancouver (Aug. 16/17) and the Eastern U.S.

Championship in New York (Aug 30/31) as well. Advance commitments from foreign Go associations and from players in New York, Florida, Michigan, Texas, Colorado, California, and the local North Westerners assure a truly national tournament with a large professional teaching contingent.

The Congress will be held at St. Thomas Conference Center, located 20 miles north of downtown Seattle. This 50 acre campus sits in a 400 acre state park offering miles of wooded hiking trails with fields and courts for soccer, softball, volleyball, tennis and handball, $\frac{1}{2}$ mile to a beach on Lake Washington and 2 miles away to a public beach with lifeguards. The Seattle area's many tourist attractions are an important part of the Congress, particularly for families with non go-playing members: A boat trip to an island for a traditional Indian Salmon dinner and dance, a tour of a local winery and brewery, and the World's Fair Expo '86 only 3 hours drive away in Vancouver B.C. (Tourism booklets available.) Accommodations are limited so send in your deposit as soon as possible. (See registration form enclosed with this issue.)

The Seattle Cherry Blossom Tourney (May 4&5) will have no entry fee (as usual) and be a Congress warm-up. Contact: Chris Kirschner 206-323-8758.

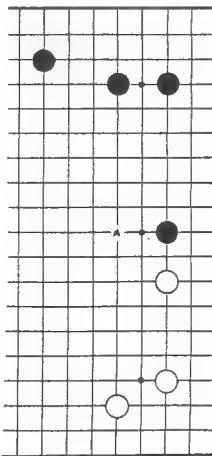
Based on writings by Kaoru Iwamoto, 9-dan
 Translation by T Ogoshi English preparation by Roger A Newlander
 Edited by Don Wiener

PART 2--INVASION

TYPE IV

In this type, the extension on the upper side is narrow but the right side extension is wide. W is closely approaching B's position from the bottom. If W hesitates, B will jump out to *a* and W will lose his chance for invasion. Then W will have nothing better than to try to reduce B's area by the erasure method we learned in Type III of that part (AGJ 16:3). The disadvantage of an invasion, as we have said before, is that it usually consolidates the other side for the enemy. In this case, B's formation on the upper side is already strong, so nothing will be lost in trying an invasion on the right.

DIAGRAM 1: The most likely point of invasion would be W1 of Diagram 1. This point is chosen because of the threat of connecting to the outside with Wa.



TYPE IV

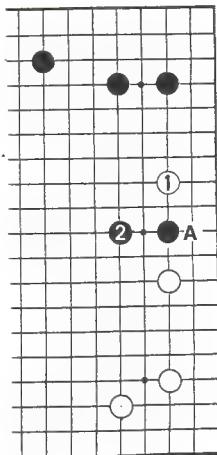


Diagram 1

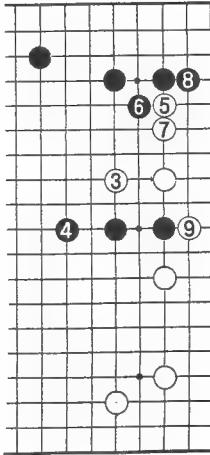


Diagram 2

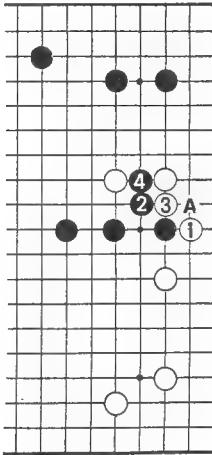


Diagram A

DIAGRAM 2: After B2, W follows along with W3 and then establishes himself as shown. W5 and 7 are important as they maintain W's access to the outside. If W simply connects at 9 instead of playing 5, B begins shutting W in with B2 & 4 of Diagram A. W cannot play W3 at 4, as B will then cut at *a*.

DIAGRAM 3: After W3 of Diagram 2, B might turn to B4 in Diagram 3. This move can be effective in many positions, but after W continues escaping with W5, his invasion has achieved its goal. If W's approach from below had been a line farther away as shown in Diagram B, the direct invasion might have been dangerous due to the fact that W can no longer connect to his outside forces as in Diagram 2. Therefore, a shoulder attack as shown here, or the errasure method as shown in Errasure Type VIII (AGJ 17:1), should be used. W1-5 of Diagram C are also effective, but I will not dwell on this variation here.

DIAGRAM 4: Against the direct invasion of W1, B has an effective response that I wish to discuss. It is the attachment of B2 in Diagram 4. This stone prevents W from connecting (see Diagram D), so the ensuing attack will be severe. The most

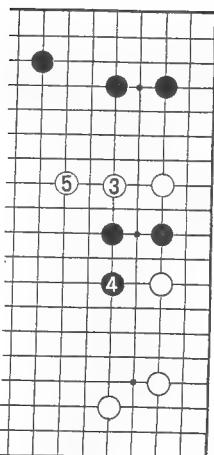


Diagram 3

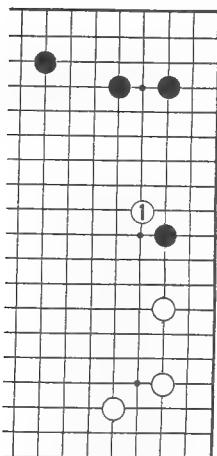


Diagram B

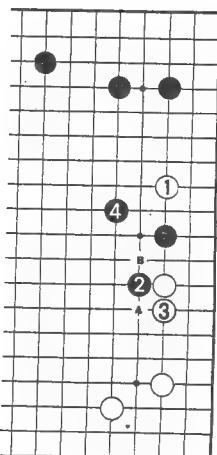


Diagram 4

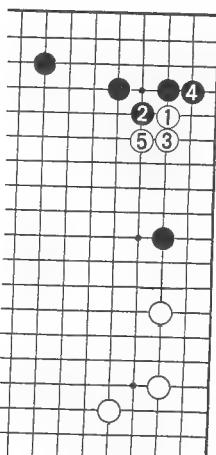


Diagram C

common response to B2 is to pull back to W3. Now W still threatens to connect. If W had played *a* instead 3, B would simply pull back to *b*, both blocking the connection and threatening to cut at 3. B continues with B4, which prevents W's connection and at the same time applies pressure to W1. W cannot connect, as demonstrated in Diagram D.

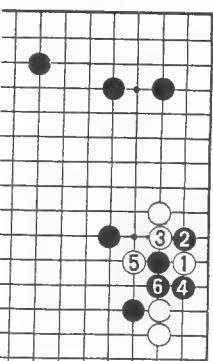


Diagram D

DIAGRAM 5: After B4 of Diagram 4, W develops as in Diagram 5. Although W has consolidated his formation, B has also consolidated the upper side territory and maintains some threat against the W stones. B also has to worry somewhat about his own isolated formation in the center, but there is no immediate threat to this group. The advantages and disadvantages are pretty well divided, and this form can be considered the main line.

DIAGRAM 6: An alternative for W might be to play W3 of Diagram 6 in reply to B2. Then B4 & 6 force W5 & 7. This could considerably increase W's potential area below. On the other hand, after B8, W1 has hardly any chance to become active. This is, of course, not in line with the idea behind invading with W1.

B should not fight W's plan in Diagram 6 by playing at B1 in Diagram E, as it allows W to easily join his forces. B could not now press at *a* as this stone would immediately be cut off.

DIAGRAM 7: Instead of B6 of Diagram 5, B has a variation consisting of sacrificing a stone with B1 in return for developing outside influence. After 7, W prudently connects with his forces on the lower side rather than making eye space by playing *a*. W should not play at *a* as this would only solidify B's corner. If W8 is neglected, B will stop the connection and at the same time menace the W group. After W8, B cannot prevent the connection, as W can play 2 of Diagram F.

Look again at Diagram 7 and you will see that the diagram was altered to give B a wider

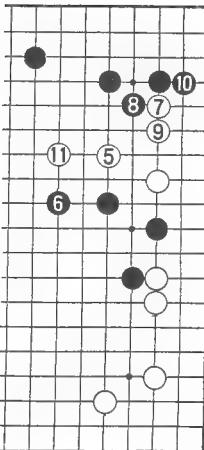


Diagram 5

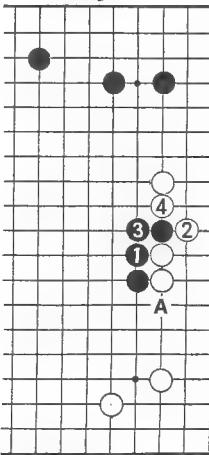


Diagram E

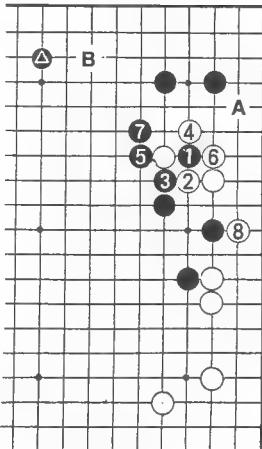


Diagram 7

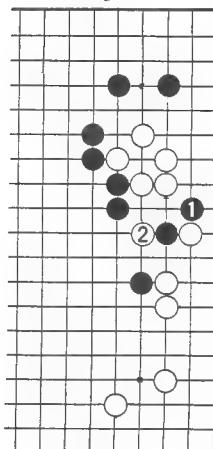


Diagram F

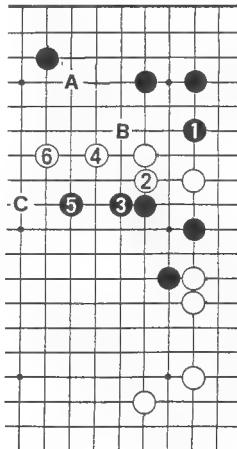
extension (BA) on the upper side. This was done to make the operation of Diagram 7 logical. If this stone were at *b*, B's outside influence would no longer be so useful. The placement of the extension on the upper side is important when deciding on B's strategy.

DIAGRAM 8: If the extension had been midway between that of Diagrams 5 & 7, B might play B1 as in Diagram 8 (replacing B6 in Diagram 5). After W4, B continues pressing with B5. Then after W6, B has the choice between guarding the upper side completely by playing at *a*, or playing the less sturdy but more aggressive line of "peeping" at *b* and then continuing the attack at *c*. Both lines of play are quite acceptable for B. This strategy would be poor had the upper side extension been narrower, as B1 then would become over protective and B would have a duplication of power.

Going back to Diagram 5, if W neglects playing W7 & 9, B will attack with B2 in Diagram G, putting W's forces in an awkward position. Do not confuse this form with Diagram 8. The stones are positioned differently from those in Diagram 8; in Diagram G, W is much more vulnerable to a killing attack.

**DIAGRAMS 9,10,
and 11:** B2 of Diagram 9 is also sometimes seen. The idea is to hold W down and, although B plans to let W survive. B hopes to create substantial outside influence. This play becomes more advantageous the wider the upper side extension is. It also

proves that when the upper extension is wide, W had better think twice before invading at W1. (This same idea, of course, could also be applied to Diagrams 7 & 8.) After Diagram 9, W 5 & 7 of Diagram 10 are played to quickly establish a base. B8 presses hard on W, but W can live by following the sequence of Diagram 11 (next page). This exchange is the best for both sides in the given situation. The result shows that B's extension on the upper side is too narrow, while W's three stones on the outside will have some chance to be put to good use. B hopes to gain by putting his outside influence to work.



If W jumps to 1 of Diagram H instead of 5 of Diagram 10, B will answer with B2 & 4. W will not be able to find suitable counter measures. If instead W plays 1 of Diagram I, B will again press W down and seal him into the side.

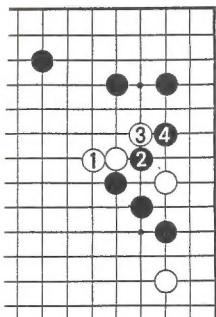


Diagram H

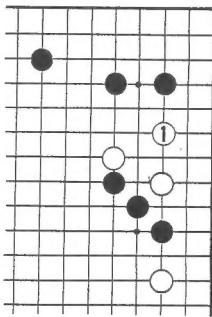


Diagram I

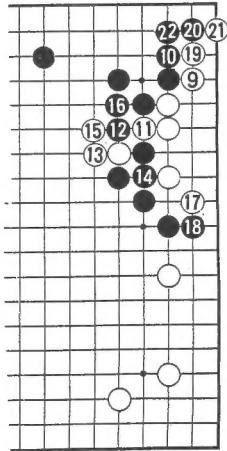


Diagram 11

Instead of 8 in Diagram 10, B could, of course, defend the corner with B1 in Diagram J, but then W would escape with W2 and B's attack would not be very strong.

DIAGRAM 12:
What about playing B1 here? In this case the stretch on the upper side makes it inadvisable, since W6 pulls W's group out ahead of both of B's positions.

In review, one must be aware of the size of B's formation. If the original formation had been that of Diagram K, it would have been foolish for W to invade. An invasion like 1 of Diagram L would be met with B2, after which W would be severely pressed. Even if he escaped, he would have no hope of attacking B because of B's strong

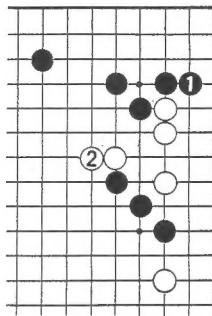


Diagram J

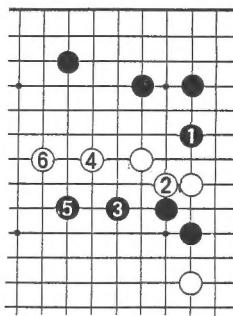


Diagram 12

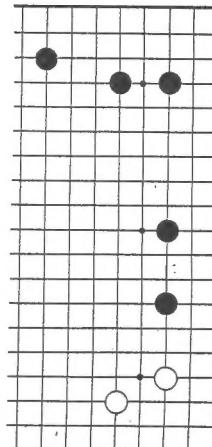


Diagram K

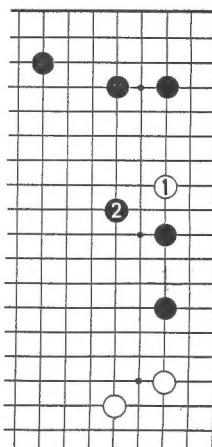


Diagram L

formation (a two-line extension) on the right. Notice this important difference when compared with the previous diagrams. Instead of W1, a light sort of erasure operation such as W1 of Diagram M should be used.

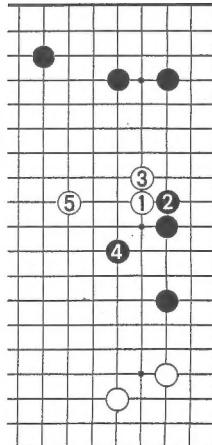


Diagram M

GO ETIQUETTE cont'd from p.6

play is considered proper. In two or three stone games, white's lower right hand corner should be kept free of handicap stones.

A special note on tournaments: The officials are in charge and they deserve a little respect. It is better to lose a game than the respect of your fellow players. Who wants to be known as the John McEnroe of go?

Finally: It is a simple and meaningful gesture to treat the go board and stones with respect as well. After all, professionals consider them almost sacred. Never use a go board as a writing desk or coffee table. The wood is easily scratched and has an aversion to liquid. Do not handle go stones with dirty hands or while eating, since they are difficult to clean.

With a little effort, everyone can play like a 9-dan. The trick is knowing where to put the stones.

ROGERS cont'd from p. 7

"One last point I'd like to mention is the 'power syndrome' problem. It seems to happen over and over again. One person will lead a club for too long and become overworked while others slack off on their responsibilities. The overworked person then becomes too sensitive to criticism, and people who want to help out get discouraged. Sometimes the club will even split up. In Vienna there were four or five go clubs that hardly spoke to each other. This also happened in Berlin and Holland for a while. In Japan the Kansai Kiin split off from the Nihon Kiin. One way to avoid this problem is to have a committee of, say, three people that takes turns carrying responsibilities. For example, they could serve as club manager in six-month stints. This kind of setup, along with a lot of tournaments, 'missionary work' and teaching, will have a surprising effect of the life and liveliness of a go club."

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